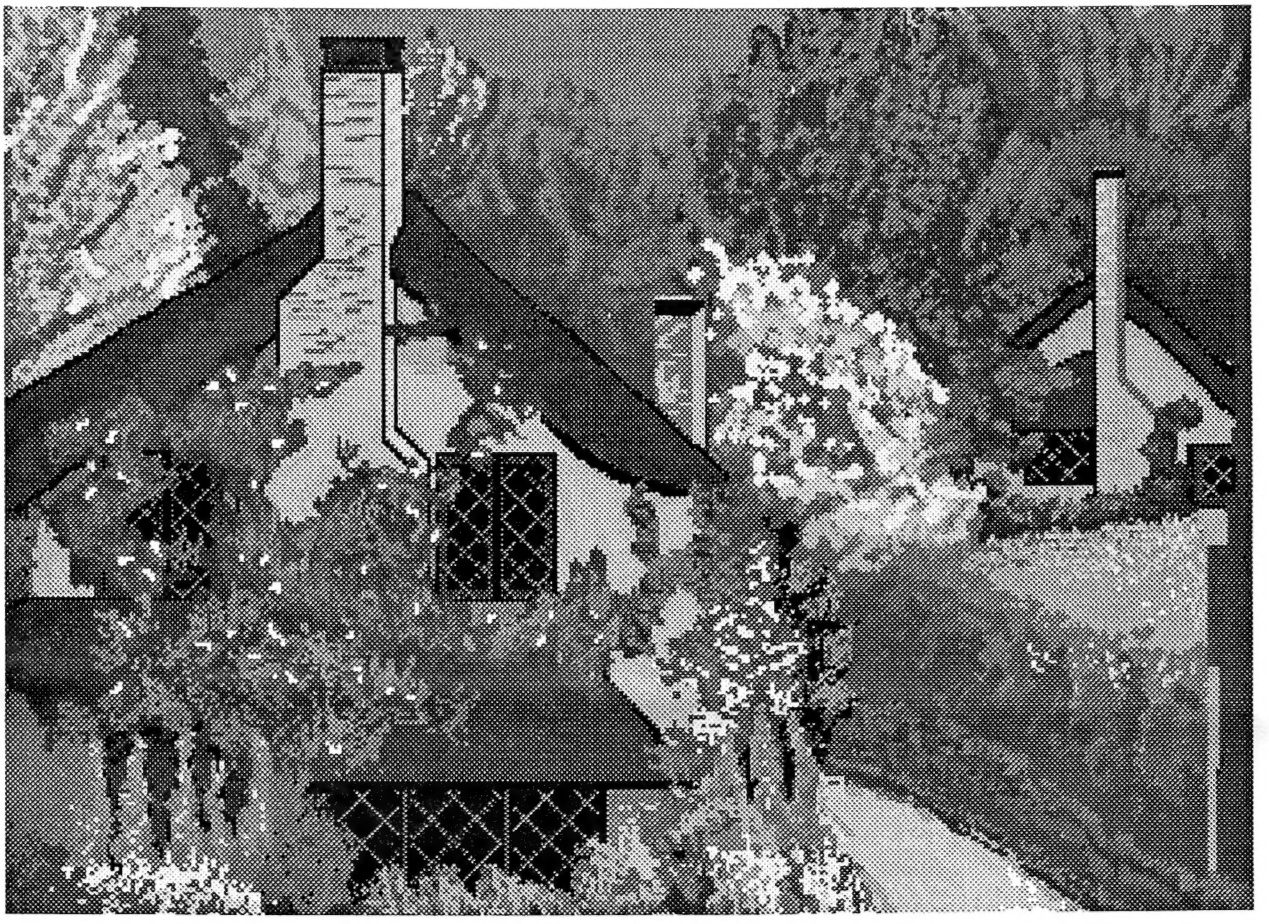
Canberra
Amiga
Users'
Society
Inc

beCAUS

August 1993



Can It Play Music? AmiNet CD-ROM. New Art Department Pro! Amiga E Act of War! ProPage v4.0 update

Canberra Amiga Users' Society Inc

Aims of the Society
Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 250 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits
Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions
Membership of the Society is available for an annual fee of $20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601. *(see note on page 3 regarding membership fees)*

Bulletin board
The CAUS bulletin board is online 24 hours and is maintained by our new Sysop Darrell Cowan and his team. To be a member of the bulletin board, you need to pay $5.00 additional yearly subscription. The telephone number of the bulletin board is 292-5535.

Meetings
Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 9 September, 14 October and 11 November. Members are welcome to use all Workers' Club amenities on the night (as long as you are signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Newsletter Contributions
beCAUS is produced bi-monthly. Contributions to the newsletter can be ubmitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out at the October 1993 meeting. The deadline for contributions to the newsletter is the 15th of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

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Advertising

	First Run	Rerun
Full page	$40	$30
Half page	$30	$20
Quarter page	$20	$10

Copy is to be provided to the Editor either in Amiga graphic file format or as appropriately sized printed copy. First Run prices are applicable if the Editor has to format the advertisement.

Production
The Editor for this newsletter was Darryl Hartwig. The copy was formatted by the DTP SIG using Professional Page v4.0 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print.

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Front Cover
On the front cover is a drawing done by Silvia Tchilinguiran (who?) using DPaintIV. She copied the picture from a china plate. It looks even better in colour!

CAUS Committee (1993)

Director	Chris Townley	254-5922(h) 6-8pm
Vice Director	Michelle Jenkins	241-8785(h) 6-8pm
Secretary	Andrew White	281-1872(h) 6-8pm
M'ship Sec.	Mathew Taylor	251-5343(h) 6-8pm
Treasurer	Rob Ashcroft	254-4075(h) 6-8pm
Editor	Darryl Hartwig	293-2347(h) 6-8pm
Proprerty Officer	Joe McCully	255-2128(h)
Committee	Neil Squires	259-1128(h)
	Berenice Jacobs	255-2284(h)
	Loy Winkler	4-10pm

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Editorial

Hello everyone! My name is Darryl Hartwig, and I'll be taking over the reins of this newsletter (for the forseeable future). This is my first time at doing any sort of DTP, but I'm keen to continue the good work done by the previous editor(s).

It has been a while since the previous newsletter and I hope that we can get them out more frequently in the future. I said 'we' because, as you know, we need input and ideas from everyone for this newsletter to succeed. All it takes is a few lines describing anything to do with the Amiga. If we only had one article from every member per year, this would be enough (more than enough) to fill the newsletter! And of course, if you have some nice pics to display, send them along as well.

I'm after comments regarding the layout of the newsletter; size (A4 or A5), content (would you like more pictures?), new columns or format. Any suggestions?

Since offering my services as an Editor, I have already received articles and offers of help compiling the newsletter. Thanks to those people involved.

In this edition, there are several software reviews (submitted by Mathew Taylor), and a new column for Questions and Answers. We'll be implementing other changes in the newsletter in the future as well. Looking forward to your continuing support.

Darryl Hartwig (Editor)

Membership Secretary

Allow me to introduce myself. Mathew Taylor by name. Most of you were not present at the AGM, so many of you will not yet be aware of who now holds the various positions in the club. Hopefully you will all have turned to the inside front cover to find a list of the committee for the next year.

This committee wants to see some changes made. We want to further to group so that we can continue to grow and deliver more benefits to our members. We're a friendly sort of bunch, and we want you to approach us and discuss things YOU'RE interested in. That is, after all, what the group is here for.

Membership Fees.

There are some new rules regarding the way membership fees are to be collected by the group. The committee has chosen to change the structure of the renewal process, so that all renewals fall due on the first of February each year. This is to facilitate easier budgeting by the Treasurer each year.

To this end, memberships that fall due between now and 1st Feb next year, as well as new memberships between that period, shall be treated the following way: A deduction of $1.70 shall be made from the membership cost for every complete calendar month missed. For example, if you pay your membership in June, you will receive a $1.70 reduction from the $20 fee for February, March, April, and May, ie $6.80. Therefore you will pay $13.20 for membership until 1st Feb 1994.

Professional Software
call your dealer!

ARexx Cookbook
Tutorial approach step by step
Useful projects that perform worthwhile tasks
ARexx and Postscript explained
Index cross-referencing with Hawes & Commodore manuals

Opus 4.1 /CanDo 2.51
All upgrades and tech support for Australian users through Desktop Utilities - registration $15 for Opus and $30 for CanDo, free for users whose packages came with DTU registration form

Contact 2.1
Puts you in touch, instantly
New version - a page and a half of new features! This personal information managerwill give you fast and easy access to addresses, phone numbers etc. Configurable modem device & dial prefix to select your preferred phone carrier at any time.

MathsMaster II
Another new release!
Now with mixed module combining addition, subtraction, multiplication and addition, and a high score table. For primary ages - maths games.

Desktop Utilities
PO Box 3053, Manuka, ACT 2603
Phone (06) 239 6658 Fax 239 6619 BBS 239 6659

Can it Play Music?

A story about the Amiga

(by Austin Vaughan)

I am not sure of the date but I think it was some time in June of 1986 when a work colleague mentioned that Commodore had put a new computer on the market which he said "Not just replaced the Commodore 64 but was also capable of emulating an IBM". I thought to myself "Interesting!" and resumed work.

It was probably a couple of months later when out at what we now call NATEX, an office expo was in full swing with an exhibitor which many will recall; "Steve's Communication Centre"; putting an Amiga 1000 through its paces. I stopped, I admired and I wanted one of these. For an hour and a half I stood before its novelty with mouth agape and uttering the occasional gasp; I was entranced by the Amiga. But economics and other more pressing financial matters made me resist and I scorned this temptation (God - please take note).

Time passed. On occasions I would wander through malls and drift into computer stores to observe an Amiga and get asked all the usual questions by a sales assistant and to fire my favourite one back at them "But can it play music?" "Can it play music? Is water wet? Watch this!" But I was strong and resisted the temptation - yet more times.

Time passed. Besides, I already had a computer (of sorts - nothing as wonderful, exciting, clever, capable or alluring as that vision that had been before me at NATEX, that amazing day that changed my ....) but back to the story. With my vintage computer which I still used and fiercely defended when I felt the occasion deserved it, I like many other computer owners in Canberra had joined a user group. And in the user group which had by now folded I had met other computer owners who were now moving on to new computers.

I recall the day when the phone rang and I gave the usual automatic message only to be greeted by an acquaintance from the old user group with the message "It's Rob. I've bought one." Now a lot of things could spring to one's mind here and while I had vaguely guessed that he had purchased a computer just to be on the safe side I enquired "Bought what?". In an excited breathlessness he whispered "An Amiga!". No matter that we had not spoken for twelve months. The man needed company! I paid him an immediate visit. "You know, one of these days I am going to get one of these", I said.

Was I a pig in the brown stuff or what?

And time passed. I got a promotion and then another one. I was using computers every day, all IBM's or compatibles. If only I had a compatible I thought. More visits to computer stores were made. One day I walked in with a disk with text which I had typed on a computer at work. After asking if the Amiga could play music I asked if it could read my disk and it did! And it could edit it and save it and ... that was all I needed to know. It was 1989 and the tax refund had arrived in the coldness of a Canberra winter. I walked into the store, did some haggling for what it was worth and walked out with my Amiga 500.

I began to bring work home rather than stay back at the office. This was great! The games were excellent too, the music was outstanding and it was reliable and didn't have a bodgy power supply like the old machine. Was I a pig in the brown stuff or what? Work began to arrive home more and more and the Amiga came to be relied upon more and more. I was aware that the Amiga was capable of doing many things and that I was only using part of its potential. By this stage I had become involved in a Government Business Enterprise. I had to run a business. I had to show a profit. I did both. This was the cutting edge.

Time passed. I now run my own business. I use the same Amiga 500 with a GVP A530 which has a 120Mb drive, 4Mb Ram, and a 40Mhz accelerator. I have added GPFax to allow receipt and transmission of faxes. The Amiga is an important part of the business and I have purchased a backup machine just in case anything happens to machine number one. To do this cost me little. I run Desktop publishing, printing, scanning, frame grabbing and other bits and pieces. I have grizzles about this and that (mainly related to software) but depend on the Amiga for my success. If the business continues to succeed I will move to a top of the range Amiga.

And that dear reader is a brief story of my Amiga and I. We have come a long way together, are travelling well now and have a long way to go yet.

*

For Sale - CharityWare

Two disks for sale at $6 each. All proceeds from the sale of these disks go to a charity group in Canberra called Technical Aid to Disabled.

1. HOME BREWER DISK
The Home Brewer Disk contains a HyperBook database of beau Rice's unusual recipes for beers, wines, liqueurs and fruit drinks. It's set up for easy browsing and printing.

2. KIDS DISK
A disk designed for toddlers. It's got animal sounds, cartoon pictures, some cute icons and a simple drawing program.

Both disks were set up by Leigh Murray.
See David Bennett (or the Editor) at the CAUS meeting to buy these disks.

Please help a very worthwhile charity and get some great disks!

Amiga E v2.1

Compiler for The E Language

(Article and Language by Wouter van Oortmerssen)

E is a procedural higher programming language, mainly influenced by languages such as C and Modula2. It is an all-purpose programming language, and the Amiga implementation is specifically targeted at programming system applications.

Amiga E is a compiler written in assembly (support utilities are all written in E), that offers enough power to enable (semi-)professional as well as other programmers to produce high quality applications.

The major features of the language/this implementation include:

Compilation speed of 10,000 to 35,000 lines/minute on a 7mhz Amiga 500, 25,000 to 85,000 l/m on a 14mhz Amiga 1200 (both without fastram). Faster than any of it's commercial opponents.

Produces small and fast executables from source-code in one go: linker, assembler and other program modules integrated into the compiler. Very fast turnaround times even when running from your own editor.

True Inline Assembly with identifier sharing: a complete assembler has been build in to the language that interfaces with E in a natural fashion. However, assembly in E is 100% optional.

Module system for import of library definitions/ constants/functions (much like TurboPascals UNITs); a large set of pre-compiled modules provide for great programming power and extendability.

All Commodore's 2.04 includes available as E modules (E is still v1.3 compatible though).

Large amount of integrated system functions: OpenW(), OpenS(), Gadget(), WriteF(), TextF(), and numerous string/list/IO functions. For just about any task there's a large library of functions to make life easier.

All library calls of Exec, Dos, Intuition and Graphics of 2.04 integrated as system functions into the compiler: call them without opening the library or including files. All other libraries accessible too.

Flexible and powerful "type" system: one basic non-complex 32bit LONG variable, and datatypes ARRAY, STRING, LIST and OBJECT, code-security and generality through low-level polymorphism.

LISP functionality, functions like: Eval(), ForAll(), Exists(). Implement algorithms that would require lambda-functions.

Immediate lists, typed lists.

Build complex data structures with all sort of data directly in expressions, make TagLists, structs, vararg function calls on the fly, like: [1,2,3] is a list. For example, this is a **complete** program that pops up a requester in E, with the command line arguments as text, and returns 0 or WARN to dos, depending on the selection:

```
PROC main() RETURN EasyRequestArgs
(0,[20,0,0,arg,'ok|cancel'],0,NIL)*5
```

Lists provide for a compact, clear and powerful style of programming.

Exception handling a la ADA.

Provide handlers on all kinds of levels in programs, define automatic exception raising for often used functions like memory allocations, and implement complex resource allocation schemes with ease through recursive calls of handlers.

Compiles compact small programs with SMALL code/data model and large applications with LARGE model in seconds.

The compiler processes sources of 100k and faster than linkers for other systems do, and generates quite good code along the way.

Managable development system: one executable (the compiler/assembler/ linker) and optionally a set of Module files is all you will need.

Negative points:

Some features not (yet) implemented, like: OOP, creation of own modules, sourcelevel debugger/interface builder etc.

VERY memory hungry: you're advised to have a minimum memory of 1 meg.

No 020/030/881 specific code-generation (yet).

Much of these "missing features" are scheduled for later versions.

To show what E looks like, here's a complete source code that pops up the Asl.Library file requester:

```
/* AslDemo.e, somewhat shortened */

MODULE 'Asl', 'libraries/Asl'

PROC main()
    DEF req:PTR TO filerequestr
    IF aslbase:=OpenLibrary('asl.library',37)
        IF req:=AllocFileRequest()
            IF RequestFile(req) THEN
                WriteF('File: " " in " ",req.file,req.dir)
                FreeFileRequest(req)
            ENDIF
            CloseLibrary(aslbase)
        ENDIF
    ENDIF
ENDPROC
```


For Sale

Excellence v2.0 (word processor)
$25 ono
Phone 293-2347 (a/h)

NEW ART DEPARTMENT PROFESSIONAL!

(submitted by Mathew Taylor)

In an exclusive first, ADPro now reads and writes images in the NewTek Video Toaster Framestore format with full broadcast colour and fidelity. Taken together with a direct memory link to Deluxe Paint 4.6, ASDG's recent ADPro upgrade ties together several of the Amiga's most important applications.

ADPro 2.3 is the first third party product to offer complete support of the Video Toaster Framestore file format. The new release provides a loader and saver which can read and write Framestores in full broadcast colour and fidelity.

ADPro's Framestore support does not require a Video Toaster, which dramatically increases the processing options available to those using Toaster images. For example, Framestores can be directly manipulated by all machines on a network including non-Toaster equipped machines. Batch processing using any of ADPro's extensive manipulation and conversion capabilities is now quick and easy.

Videographers now have a direct Framestore-to-D1 digital video connection using ADPro's ABEKAS digital video driver. This is today's most effective means of moving video data to and from the Amiga and has been used in such high profile productions as Quantum Leap, Babylon 5 and The American Music Awards.

ADPro 2.3 also provides an exclusive direct memory link to the newest version of Deluxe Paint from Electronic Arts, as well as OpalVision's 24 bit-plane paint program.

These links effectively fuse ADPro with the best painting programs available today. Said Perry Kivolowitz, President of ASDG, "Our customers didn't want yet another image processor with mediocre painting capabilities. They want great image processing and great painting. We've delivered exactly that."

ADPro has direct access to DPaint's memory including its primary, secondary, and animation buffers. A similar capability is provided for Centaur Development's OpalPaint.

Users of either paint system can directly load and save images in any file format which ADPro supports. The same is true for any of ADPro's image processing capabilities. For example, a Toaster Framestore can be loaded into OpalPaint, touched up with both programs, and saved to a film recorder.

Said Mr. Kivolowitz, "We call ADPro, Image Processing's Common Ground. That title is more true now than ever. We've provided our users a way of joining their best tools together, making them more productive."

ADPro 2.3 adds many other new capabilities as well. To learn more about the 2.3 upgrade or any of ASDG's other image processing tools, contact Ms. Gina Cerniglia at 925 Stewart Street, Madison WI, 53713 or call her at (608) 273 6585.

Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

What's happening	Paul Martin	10-10 M-Su	253-2121
General Help	Joe McCully	6-12pm M-Su	255-2128
	Andrew White	6-8pm M-F	281-1872
	Gordon Owttrim	7-10pm M-Su	297-2692
	Neil Squires	7-10pm M-F 10-9 Sa-Su	259-1128
Hard disks, Digiview	Simon Tow	6-7pm M-F	288-8362
Laser printing	Frank Keighley	6-7pm M-F	239-6658
Desktop Publishing	Frank Keighley	6-7pm M-F	239-6658
	Darryl Hartwig	6-8pm M-Th	293-2347
Desktop Video	Andre Hogie	6-8pm M-F	290-2474
Beginners AmigaDOS	Colin Vance	6-8pm M-Su	241-7113
	Mathew Taylor	6-8pm M-Su	251-5343
ProWrite	Darryl Hartwig	6-8pm M-Th	293-2347
Amos	Bernie Wiemers	6-8pm	248-9837
Superbase Wordperfect	Andrew Boundy	8-10pm M-Th	291-6971
C	Joe McCully	7-10pm M-F	255-2128
Hardware	Mathew Taylor	6-8pm M-Su	251-5343

Please contact the editor with updates to this list.

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Standard Cartridge	$ 12.00
Elongated Cartridge	$ 14.00

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Refill kit (12 refills)	$ 24.00

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HC Refill Kit (2-3 refills)	$ 35.00
Colour Kit (5 refills)	$ 86.00

BJ-10, STYLEWRITER (BC-01)

Refill Kit (5 refills)	$ 38.00

HP PAINTJET

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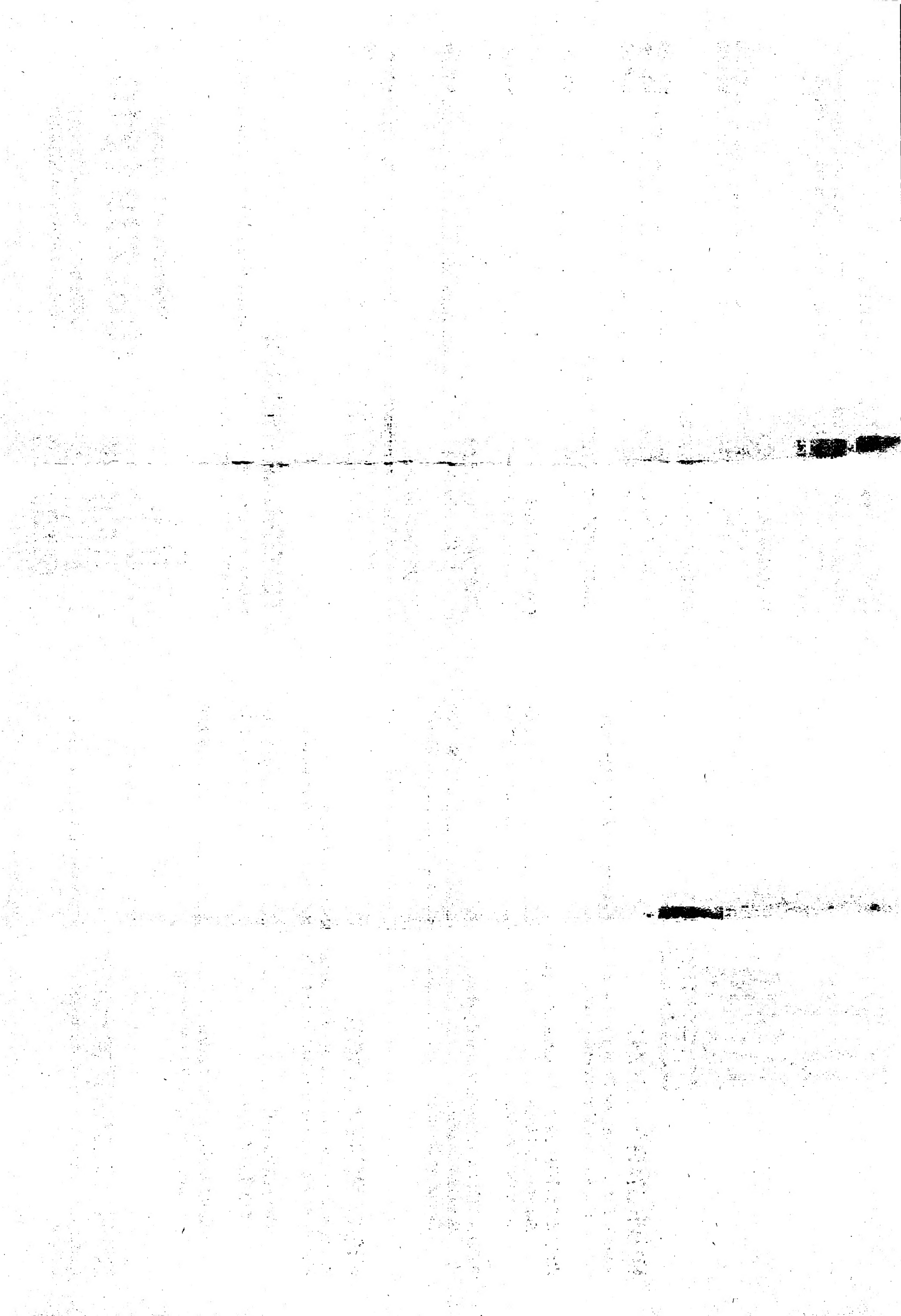

MINUTES OF THE FORMAL MEETING 10 JUNE 1993

8.15 Meeting declared open.

Apologies - Editor, Director, Chairman, Secretary

Rob Ashcroft, Treasurer nominated to chair meeting.

Proposed Budget

Statements made available. The Treasurer believes that the society will have a hard year, however CAUS will survive and be better. A major problem is that income is expected to be lower for this fiscal year. The decision that the payment of membership fees be moved to February will also decrease income. If all existing members at 01/01/92 renew; 200 @ $20 each, CAUS would have had a income of $2,000. Due to the change in membership renewal dates the expected income will be about $1,400.

CAUS income from a membership has fallen from $5,000 to $2,000 over a two year period. If expenditure continues at present expectations and we cannot increase memberships then CAUS will run out of cash reserves in 1994.

To increase revenues, raffles are suggested. Chris suggested we raffle an A1200. Neil Squires suggested we raffle a modem. This can be used by PC Users as well.

Rob Ashcroft asked for ideas to increase revenue.

The overhead projector with Graphics capability is expected to cost $6,000 - $8,000.

As CAUS does not qualify for Sales Tax Exemptions, we cannot expect a savings in that area of the purchase. On current revenue expectations it is not a viable proposition to purchase such an item.

We are to approach the Commodore and Amiga Users Group with a view to join forces. The Treasurer was of the opinion that both groups could not continue to provide longer term viability due to membership numbers. The Commodore and Amiga User group appear to hold meetings that complement ours.

To help to improve our image members who have more modern computers, ie. A1200, A3000 or A4000 need to hold ideas on other computers in check. There is a need to respect and support other users. Society needs efforts from all members.

Bulletin Board proposal

(1) Our own. $950.00 budgeted by treasurer, of which $165 is recovered by way of BBS subscriptions. If subscriptions are increased to $10.00, $350.00 would be recovered. This for BBS memberships would give the membership cost equivalent to PCUG which includes free access to their BBS.

(2) A similar arrangement as was in existence with Amiga Frontier. CAUS would have no control over the supported BBS. Amiga Power has been approached and the charge is $5.00 per member wanting access to the BBS.

(3) Join PCUG Bulletin Board. Need to put in formal request.

Berenice said: "Explained the Commodore (and Amiga) User Group experience. The basic problem was that the people involved in negotiation did not have authority to negotiate they way they did and caused considerable angst."

Previous Bulletin Board has folded. SYSOP couldn't afford to keep it up. The question is does CAUS make the commitment to having a BBS and can we afford it? Rob Ashcroft advised members that at the next meeting we will pass a motion on the Bulletin Board.

Newsletter

Rob said newsletter has had a number of setbacks, and hoped that it will be produced next week.

Activities for future meetings

Rob Ashcroft called for people to offer talks. AMOS suggested. Most members have mentioned on membership forms that they are interested in games. We will organise a games night.

Correspondence Report

There is no correspondence report as the secretary is unavailable however, there is a magazine for the video sig.

The treasurer has had no requests from other than the C SIG for budget funds. Suggested that committee discuss allocation of budget to unformed SIGs.

General Meeting

Rob Ashcroft will do a talk at the next meeting on data bases and spreadsheets.

Questions and Answers

Have we thought of advertising interesting topics for future meetings? Flyers suggested.

It was mentioned that Grace Bros. are happy for us to show people AMIGA'S with one month notice in writing. Peter McNeil said: "If we want space for advertising, ... is willing to give us space. They advertise every week in the T.V. guide.
Accepted.

It was suggested a welcoming committee needs to be formed, we used to have a liaison officer.

Need more people for computer help section. Volunteers are asked for.

*** Rob Ashcroft welcomed new members.

What happened to the portable AMIGA? The reason there is no portable AMIGA is that the chip is too high powered to run off batteries. The closest computers to a portable AMIGA are currently the A600 and A1200. There is a new chip set which is estimated to come out in 2 years for a laptop.

Suggestions for presentations. Warren Price has access to a NIC projection set which has RGB, he may be able to negotiate to have it available for a nominal charge $20.00 depending on availability. It normally costs $200.00 to hire this type unit for a night. A SHARP unit can be hired for $60.00 a night. However, this is not of the same standard. Assistance Accepted.
(continued on page 11)

Act of War

(submitted by Mathew Taylor)

HARDWARE REQUIREMENTS:
One megabyte of memory is required to run Act Of War.
It is fully compatible with WB1.3 and 2.0.
Runs in both NTSC Standard and PAL modes.
Is compatible with faster processors.
It is compatible with the A570 CD-ROM drive active.

SOFTWARE REQUIREMENTS:
None.

MACHINE USED FOR TESTING:
Amiga 500
One megabyte memory
Workbench/Kickstart 1.3
A570 CD-ROM drive

REVIEW:
As a player of war simulations with figurines as well as the old SSI battle simulations on my Commodore 64, I have found a love for being able to control a squad of warriors completely. I can put them in situations that no sane person would do, and just see what happens. I can do more than just run and shoot. I can use a couple of warriors and put them in the heat of battle to act as decoys as the rest of my men go rushing into the complex and break the prisoners out. And there are usually a number of ways of accomplishing the given task. When I read the documentation for Act Of War, I knew that this was the game for me.

Act Of War is a war simulation "in the tradition" of games like Laser Squad and Rebelstar. The player controls his/her squad of warriors, which are faced with a situation and an objective. In Act Of War, you are able to play against either a computer opponent or a human enemy. A lot of strategy goes into the execution of any scenario. It is not simply "fire and forget."

Play for each character is split up into a number of actions or moves. Each separate character has a number of actions available such as movement, opening doors, or firing upon an enemy. The characters take turns making all of the moves. This simulates real-time action, and can be used to allow for things like injuries by decreasing the number of moves that the injured character has. Much realism can be figured into such a system, and it is a completely fair system. When firing takes place, both combatants get an equal chance to fire; i.e., if a character fires upon an enemy during his turn, the enemy gets to fire back, even though it is not technically his turn.

Act Of War is a completely open-ended simulation. It could be said that the game is simply a play system, around which the actual simulation is built. When the game is registered, you are sent a mission designer that allows you to create graphics, types of characters, and types of weapons that are used. Everything can be changed.

The weapon reload sound is simply amazing!

Another very nice thing about Act Of War is that all of the game functions can be accessed either either from menus or by keyboard. This is nice for people who do not have easy access to both the keyboard and the mouse do to their setup, or for people that have a bad mouse and would rather use the keyboard. Its also nice not to have to flip through menus to access a certain function quickly (like changing weapons).

Graphics are excellent. The are very colourful and well drawn, even though there are a lot of greys used with the science fiction basis of the included missions. The sound is also very well done. But this must be attributed to Team 17, for Dave got permission to uses the samples from Team 17's great arcade shoot'em up Alien Breed. The weapon reload sound is simply amazing! Because of total flexibility with sound, graphics, and character attributes, it is possible to make a scenario that utilizes tanks, planes, and even spaceships! Takes you back to the days of Wargames Construction Set for the C64.

The artificial intelligence system that Dave designed to be hard to beat, even on the "easy" level. The enemy characters don't just move randomly, nor do they simply follow and shoot (the smarter ones at least). Some even go so far as to set up barricades and wait for other characters. This allows for a fair amount of strategy to be used in taking care of the enemy. Will he stand and fight, or will he retreat when he gets too much damage? Of course, nothing is as challenging as playing against a good human opponent. The only thing that I dislike about this is that for two of the three scenarios included, it is very hard to have a two player game. The lack of the human factor is what makes these two scenarios possible. The third is very playable as a two player game, and of course there is the scenario designer.

DOCUMENTATION:
The documentation is in the form of a soft-copy manual that may be printed. I haven't printed it out yet; but from the size of the documentation file, it looks fairly massive. It covers everything from basic play functions to explanations of each and every control mechanism. There are also separate files for each of the three scenarios, allowing the player to access the information on the current scenario quickly without having to page through the main document.

LIKES AND DISLIKES:
What did I like: the graphics and sounds, the included scenarios, are very well done, the tried and true play system, and the AI system.

What didn't I like: the fact that some scenarios cannot be well done by two players. One suggestion is the addition of a modem link for two player mode.

CONCLUSIONS:
I give this game a 9.5 out of a possible 10.

Professional Page V4.0

(by Darryl Hartwig)

Gold Disk have upgraded ProPage to version 4. As a new user of DTP software, I can't compare this package with other DTP's such as PageStream, but I can say that I have fun working with PP4 (and I dare say I will be getting a lot of use from it in the future!) ProPage is the package used to put out this newsletter.

Updates from version 3 are:

Improved Font Support: A separate Font Manager utility will now convert any Macintosh or PC Adobe Type 1 font to CG format. You can now also preview your CG fonts before actually committing to them.

Kerning: Kerning (proportional spacing of different sized characters) can now be adjusted individually and permanently saved. Finally, several new text styles are now available including shadow, super and subscript.

New Text Wrap Options: The text wrap options of a box can now be defined. You can have *none*, *rectangle* or *irregular*. There are several suboptions for *irregular*; *widest*, *left*, *right* and *exclude*.

New Text Import Filters: ProPage has included more text filters, but hang on, there's more! PP4 will recognize which format the text is in, and use the appropriate filter. If the format is not recognized, PP4 will provide you with a requestor, and allow you to choose the most appropriate filter.

Iconic Page Sorter: This allows you to view your pages as small icons which you may shuffle around the screen with the mouse. Sure beats the current page requester and editing page numbers.

AGA Support: PP4 now supports the new graphic chips in the A1200 and A4000 computers.

Hot-Links: You may now automatically hot-link to Professional Draw (version 3 or higher) to adjust clip art, or hot-link to the in-built Graphics Editor to make changes to bitmap graphics.

Fill Patterns: There are now user-definable fill patterns for use in text and structured graphics objects.

New Magnification Options: Besides the standard magnification levels between 10% and 400%, you may also choose a custom level.

Stick-On Notes: These are a non-printing memo which can be used to leave yourself a note, or someone else you pass your work on to.

There are a heap of other new innovations in the new release, but that's enough for this issue. I suggest you go out and upgrade, or buy it if you don't have it.

The information above I gleaned from the PP4 upgrade manual and a read-through of the May 1993 issue of ACAR.

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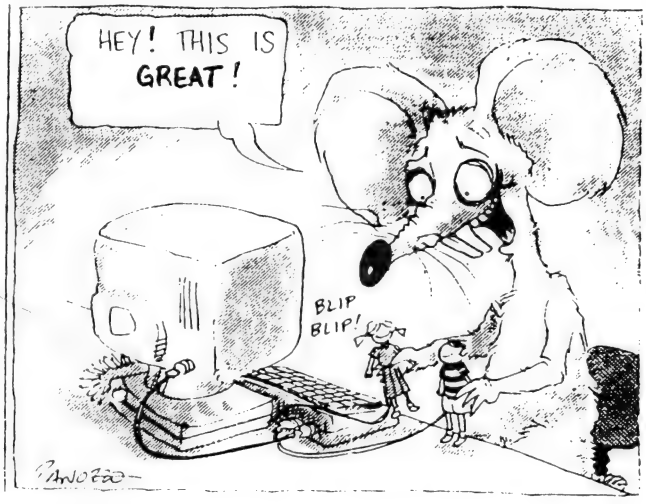

Questions and Answers

In this space, I would like to start a Question and Answer section for our readers. This idea has been suggested before, but it takes a question to get it started. Basically, ask any question that you're having problems with, and we'll try to find an answer. This way everyone benefits, because there will always be someone else out there who is having the same problem and another person who knows the solution! Send your questions and solutions (to other problems) to any member of the committee, or to *The Editor, PO Box 596.*

So, any questions at all, any problems with printers or other hardware, and any software problems may be addressed here.

Ciao.

AMINET CD-ROM

(submitted by Mathew Taylor)

BRIEF DESCRIPTION

A CD-ROM snapshot of the entire Aminet Collection of freely distributable software from the Internet. It also contains the final snapshot of the AB20 Amiga archive as well as the Usenet comp.sources.amiga and comp.binaries.amiga archives. Future editions of this disc will contain only the Aminet Collection.

AUTHOR/COMPANY INFORMATION

Name: Walnut Creek CD-ROM
Address: 1547 Palos Verdes
Suite 260 Walnut Creek,
CA 94596 USA

Telephone: (800) 786-9907
(510) 674-0783

FAX: (510) 674-0821

E-mail: info@cdrom.com

LIST PRICE

$24.95 (US).

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

You'll need a CD-ROM drive as well as a suitable filesystem (Asimware AsimCDFS, CPR CDFS, Xetec CDFS, Babel CDFS...) to access the data on the Aminet CD-ROM.

Since most of the files on this CD are stored as archives (for example, in "lha" format), you might need an external storage medium for decompressing the files. The necessary software to do this is supplied on the CD-ROM. Some of the programs contained in the archive might require special hardware/software to run.

COPY PROTECTION

None.

MACHINE USED FOR TESTING

Testing was done on an A2500/030 running OS 2.04, using a GVP Series II host adapter, a NEC CDR 74 CD-ROM drive, and Asimware's AsimCDFS. The machine features 1 MB of Chip, 4 MB of 32 and 2 MB of 16 Bit ram.

I have not tested this disc on a CDTV or CD32 personally. Jack Velte of Walnut Creek CD-ROM has assured me that this title is CDTV compatible.

REVIEW

Getting a CD-ROM full of interesting software for the Amiga has become much easier over the last few months. Almathera Software in the UK continued to cater to the needs of the CDTV users, and now Walnut Creek has finally come up with the long promised Aminet CD-ROM.

Aminet is actually the name for a network of several FTP sites that stock Amiga Software. Uploads to one Aminet site get (at least theoretically) forwarded to all other sites in the network, providing multiple access points to the same software base. Ever since the demise of the well-known "AB20" ftp site, Aminet has been a valuable repository for Amiga software, so it really makes sense to have a CD-ROM snapshot of that site. On Aminet, you can find many things that make your Amiga more powerful, easier to use, and best of all, more fun to use.

Getting a CD-ROM full of interesting software for the Amiga has become much easier over the last few months

If you've ever been to an Aminet site, you know what to expect on the CD-ROM, since Walnut Creek has replicated the original directory structure of the site in the /AMINET subdirectory. The top level directories are a rough classification, and subdirectories elaborate on that description. The files themselves are usually accompanied by "Readme" files containing more or less terse descriptions.

The files are usually archived with one of the more popular archivers like LhA or LhArc. Some files, especially demos using a dedicated track loader, have been treated with the Disk Masher. This means that you can't run programs directly off the CD-ROM, but it also gives you the opportunity to use the Aminet CD in your mailbox. To this end, each directory contains directory listings in "FILES.BBS", "WILDCAT.TXT" and "00_INDEX.TXT" files. This should insure compatibility to most major BBS systems.

To unpack archived files, you could use any of the programs provided in the /TOOLS directory, if you don't have them already installed somewhere on your system. Using a file utility like SID or DirOpus greatly facilitates browsing and unarchiving.

Actually, browsing through the files on the Aminet CD can be lots of fun. Even if you're a regular user of Aminet, you'll discover many fascinating items you've never noticed before. For instance, you could take a look at some of the people who started and support Aminet, since their portraits are available in PIX/IRC. Or you could listen to some of the songs that are archived in the MOD directory. Even if the possibilities are limited, you'll take a lot of time to sample them all.

As a pack-in bonus, this first release of the Aminet CD-ROM also contains the old AB20 collection with such diverse goodies as a lot of Eric Schwartz animations, and such. Since Aminet can be expected to grow quite a bit in the near future, this archive will not be included in upcoming updates.

The disc is mastered in ISO-9660 Mode 2 format, which means that the original UNIX filenames of the archives had to be to converted to all-uppercase. Still, this is much better than having to resort to Mode 1 with it's MS-DOS style "8.3" filenames.

DOCUMENTATION

The Aminet CD-ROM booklet contains just the barest minimum information about the contents of the disc. While a text file in the top level directory points out that most of the data on the disc is in compressed format, there are no detailed instructions given of how to use these files. Amiga novices (i.e., the intended CDTV

(continued on page 12)

CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software contains a huge variety of goodies from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The following people are PD librarians:

Simon Tow	Fisher	288-8362
Lawrence Coombs	Aranda	251-5523
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is $1 to cover the librarian's costs. For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

LoyWinkler		Genealogy
Joe McCully	255-2128	C programming
Darryl Hartwig	293-2347	DeskTop Publishing
Andre Hogie	290-2474	Video
Bernie Wiemers	248-9837	AMOS programming

If anyone else out there would like to start their own SIG, please see a member of the committee.

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C W C

(continued from page 7)

Next month is the World of Commodore Show in Sydney. Matthew has arranged a return package which includes twin share accommodation. This will cost $85 per person and will be available for 3rd-4th July.

Rob Ashcroft has access to INTERNET. Informed that the A5000 not happening mail indicated a April Fools type joke?

Michelle Jenkins wants to start a magazine library and notified club members that she will set it up at the back of the room for meetings. Members were also informed that the club has a hardware library with bits and pieces.

For Sale

See Joe McCulley for sale on behalf of Neil Squires who has a Quantum 120Mb SCSI hard drive for $450.

For Sale as per Attachment A

Loy has for sale Armageddon $12 ono, Nuclear .... $6 ono and Falcon $7 ono. Peter McNeil has 85Mb Quantum for $300; two high density floppy disk drive which won't fit in 1200 or in 1000, maybe in 500. Made for 3000, $249 x2.

Darryl Hartwig has Version 2 of excellence, $40 ono.

Fridge door badges (?? don't understand this).

9pm meeting closed.

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Software

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Professional Page	**$250**
Pagestream	**$175**
AmiBack + Tools	**$115**
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285 4622

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Saturday 9 - 4

(continued from page 10)

clientele) might need help using the disc.

The individual archives on the CD-ROM are accompanied by "read-me" files detailing their contents. Depending on who uploaded the file to Aminet, this might be a full description, or only one line.

LIKES AND DISLIKES

One improvement I would suggest to the makers of the Aminet CD is that they include some file management utility on the disc, thus facilitating the access to the data for novice users.

Another thing I'd like to see would be the inclusion of fully installed preconfigured software. One likely candidate for such a treatment would be PasTeX (an Amiga implementation of TeX). You could have binaries and computed fonts on the CD, and thus save some megabytes of HD space.

VENDOR SUPPORT

Walnut Creek have announced quarterly updates of the disc, selling for $19.95/quarter plus postage and handling

The company operates an Internet FTP site, ftp.cdrom.com. It has lots of interesting information concerning CD-ROMs, as well as index files of all their CD-ROMs.

My personal experience with Walnut Creek has been very good. If you have any questions or suggestions, you can always contact them via email.

WARRANTY

Walnut Creek offer full guarantee, so that you can return the CD-ROM for a full refund if you are dissatisfied with it for any reason.

What's Happening

Upcoming Meetings

September 9 - Word Processing
October 14 - ???
November 11 - Final meeting for year

Bulletin Board

Our Bulletin Board has started again. The Sysop is Darrell Cowan, and the BBS's number is 292-5535. Give him a call!

Raffle

The Committee is raffling a Maestro 14.4K Fax/Modem valued at approximately $700. Tickets will be either 50c or $1 each and the proceeds will go towards purchasing a Video Projector for the club. So come on and join in. The modem will also suit IBM machines, so go and sell some tickets to those people as well. The raffle will be drawn at the November meeting. The second prize is an open order from Carina Computers valued at $100, and the third prize is a couple of boxes of disks (oh well!). Watch this space for more details!

Christmas Break-up

As you know, Christmas is coming up very quickly, and due to the fact that we didn't have many people turn up at the last break-up, we would like your ideas. Maybe dinner out somewhere, a BBQ (always nice at that time of the year) or some sort of party. Let's let people know that Amigans can have fun at a party too! Talk to a committee member with any ideas, or we will have the same boring one that was had last year (sigh).

CONCLUSIONS

I'm very happy with my very own Aminet archives at home. Now I can play and test with all those files I was always too lazy to download directly. :-) Also, the proposed quarterly updates will always keep my collection up to date.

I would rate the Aminet CD-ROM 4.5 out of 5 stars.

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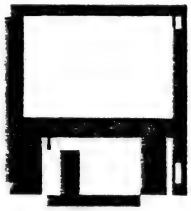

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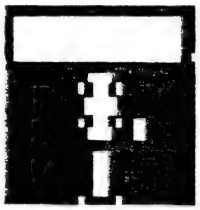

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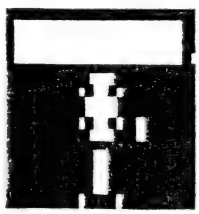

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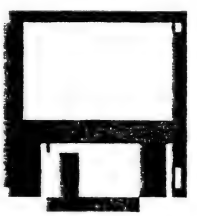

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	KellyX (arcade game)	$15
	Kin (arcade game with 3D glasses)	$18
	Filth Disk Vol 1 & 2 (adult)	$5 each
	Sexvens Adult Movie (adult)	$5
	8 boxes of 3.5 inch blank disks	$10 each
	CSIRO satellite images of Australia	$3
	Hinch demo	$3
	Steve Vizard demo	$3
	The Simpsons demo	$3
	Startrek Animations	$3
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	Amazing Tunes II (3 disks)	$9
	Garfield Demo/Calypso Demo/Seven Sins demo	$3
	Red Sector Megademo (2 disks)	$6
	Budbrain demo (2 disks)	$6
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	Various Graphics Utilities	$3
	Lemmings (demo)	$3
	Intuitracker v1.1/Startrekker1.2/Soundripper	$3
	Various other demos	$3 each
HARDWARE:	Synchro Express II (ultimate backup cartridge)	$70 ono
	PSR-36 multi-timbral MIDI keyboard (worth $650)	$400 ono
	Amiga Slimline Disk drive (california Access)	$130 ono

PHONE: Fred on 281 0842 after 6:30 pm weekdays or anytime on weekends

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